Michael Gov

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Skills

UX Design: Wireframing, Prototyping, Interaction Design, Visual Design, Information Architecture
UX Research: Usability Testing, Interviews, Surveys, Persona Development, User Flows, Qualitative Coding (ATLAS.ti)
Design Tools: Figma (Design & Make), Miro, Adobe Illustrator, Photoshop
Data & Visualization: ATLAS.ti, Python, PyCharm, Jupyter Notebook, Streamlit, Tableau
Web Development: HTML, CSS, JavaScript (fundamentals), React, WordPress, Webflow

Projects

Tendr (Recipe Discovery App) | *UX Researcher & Product Designer*   Nov. 2025
- Conducted user research including interviews and competitive analysis to identify recipe discovery pain points.
- Designed a swipe-based mobile recipe discovery experience personalized by ingredients, dietary preferences, time, and budget.
- Created wireframes and interactive Figma prototypes featuring AI Tracking tools and iterating based on stakeholder and usability feedback.

Parktopia | *UX Designer & Developer*   April 2023 – June 2023
- Designed and developed an interactive park discovery platform using City of Seattle data to help users find parks by amenities and location.
- Created interactive map visualizations with Leaflet to improve navigation and accessibility of park information.
- Built filtering features in React to support user exploration based on amenities and recreational needs.

Gender Gap in Gaming | *UX Designer & Researcher*   Jan. 2023 – June 2023
- Conducted research on gender disparities in gaming using interviews, surveys, and academic sources.
- Designed an informational website in Figma to communicate findings about player and industry experiences.
- Visualized research data in PowerBI to highlight trends in representation and participation within gaming communities.

Experience

AV Student Assistant   Nov. 2021 – June 2023
University of Washington: Health Sciences and Academic Services   *Seattle, WA*
- Troubleshot classroom technology by identifying user needs in real time and simplifying complex technical issues for faculty
- Maintained inventory and upkeep of equipment used across campus.
- Managed and organized equipment systems, improving accessibility and clarity for customers.

Club President   April 2020 – June 2023
Gaming Association @ UW: Valorant (WGA Valorant)   *Seattle, WA*
- Co-founded and used community insights to design engaging event experiences for 1,500+ users.
- Organized large-scale tournaments and events, and established partnerships with industry-leading brands such as Razer and Red Bull.
- Coordinated cross functional teams and enriched the vibrancy of the gaming community at UW through my impactful leadership.

Undergraduate Research Assistant   Feb. 2022 – March 2022
UW iSchool's GAMER Research Group   *Remote*
- Documented research interviews and examination results.
- Encoded video transcripts to study the relationship between mental wellness and gaming using ATLAS.ti.
- Presented research findings to Informatics faculty and fellow researchers.

Education

University of Washington   Seattle, WA
Master of Science in Information Management (MSIM)   *Expected 2027*
Bachelor of Science in Informatics (3.66 GPA)   *June 2023*

Relevant Coursework:
Information Architecture, Data Visualization, Information Systems Analysis & Design, Value Sensitive Design